

## IN THE CLAIMS

What is claimed is:

1. (Previously presented) A method, comprising  
  
identifying, at a gateway, a network resource requested by a user of a client that is coupled to the gateway via a network, a first version of the network resource being stored in the client;  
  
requesting the network resource from a server connected to the network;  
  
performing a comparison of a copy of the first version of the network resource and a second version of the network resource, the comparison performed by the gateway, the copy of the first version stored in the gateway, the second version sent to the gateway from the server;  
  
and  
  
when the second version is different from the first version, calculating difference data between the second version and the copy of the first version, sending the difference data to the client coupled with the gateway, and storing the second version in the gateway as the copy of the first version, wherein the difference data is sent to the client for merging with the first version of the network resource to generate a copy of the second version of the network resource.
- 2-3. (Canceled)
4. (Original) The method of claim 1, wherein the client is coupled with the gateway through a narrow bandwidth connection.
5. (Previously presented) A computer readable medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to:

identify, at a gateway, a network resource requested by a user of a client that is coupled to the gateway via a network, a first version of the network resource being stored in the client;

request the network resource from a server connected to the network;

perform a comparison of a copy of the first version of the network resource and a second version of the network resource, the comparison performed by the gateway, the copy of the first version stored in the gateway, the second version sent to the gateway from the server; and

when the second version is different from the first version, calculating difference data between the second version and the copy of the first version, sending the difference data to the client coupled with the gateway, and storing the second version in the gateway as the copy of the first version, wherein the difference data is sent to the client for merging with the first version of the network resource to generate a copy of the second version of the network resource.

6-7. (Canceled)

8. (Original) The computer readable medium of claim 5, wherein the client is coupled with the gateway through a narrow bandwidth connection.

9. (Currently Amended) A method, comprising:

receiving a request for a network resource from a client using a narrow bandwidth connection, the request including an identifier for the network resource, a current version of the network resource being stored in the client;

getting a new version of the network resource from a content server using the identifier, the content server connected to a network;

determining if a copy of the current version of the network resource exists locally using the identifier;

when the copy of the current version of the network resource exists locally, calculating difference data between the copy of the current version of the network resource and the new version of the network resource, and sending the difference data to the client;

when the current copy of the network resource does not exist locally, sending the new version of the network resource to the client; and

storing the new version of the network resource locally as the copy of the current version of the network resource, wherein the difference data is sent to the client for merging with the current version of the network resource stored in the client to generate a copy of the new version of the network resource.

10-13. (Canceled)

14. (Original) The method of claim 9, wherein the difference data is calculated using Lempel-Ziff (LZW) compression algorithm.

15. (Currently Amended) A computer readable medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to:

receive a request for a network resource from a client using a narrow bandwidth connection, the request including an identifier for the network resource, a current version of the network resource being stored in the client;

get a new version of the network resource from a content server using the identifier, the content server connected to a network;

determine if a copy of the current version of the network resource exists locally using the identifier;

when the copy of the current version of the network resource exists locally,  
calculate difference data between the copy of the current version of the network resource and the  
new version of the network resource, and send the difference data to the client;

when the current copy of the network resource does not exist locally, send the new  
version of the network resource to the client; and

store the new version of the network resource as the copy of the current version of  
the network resource, wherein the difference data is sent to the client for merging with the  
current version of the network resource stored in the client to generate a copy of the new version  
of the network resource.

16-19. (Canceled)

20. (Original) The computer readable medium of claim 15, wherein the difference  
data is calculated using Lempel-Ziff (LZW) compression algorithm.

21-55. (Canceled)